

Tyler Pugmire

Software Engineer

tyler@tylerpugmire.dev | (425) 244-1087 | linkedin.com/in/tylerpugmire | tylerpugmire.dev

CAREER OBJECTIVE

Software Engineer with a bachelor's degree in Computer Science. Having shipped multiple titles by helping build out automated testing solutions, looking to move towards an engine or gameplay engineering role.

SKILLS

Languages	C/C++, GLSL, HLSL, C# Lua, Java, SQL, Python
APIs and Tools	Visual Studio, Perforce, Jenkins, OpenGL, DirectX, Git, Premake, Visual Studio Online, AWS
Soft Skills	Critical Thinking, Algorithms, Data Structures, Analytical Skills, Jira, Agile Development, Scrum, Asana

PROFESSIONAL EXPERIENCE

Minecraft

Software Engineer, May 2016 - August 2016

- Worked on the mobile version of minecraft using a custom engine built in C++
- Used Visual Studio Online to help track and fix various bugs to improve gameplay

Amazon Games

Software Engineer in Test, December 2018 - Current

Crucible

- Maintained and expanded existing automated test framework with C++
- Created custom tools to help developers test full multiplayer games by themselves in C#
- Helped integrate test automation into continuous integration pipeline built in Jenkins
- Used various AWS services to aid in testing efforts

New World

- Helped maintain and improve custom automated test framework built with python
- On-call support for many automated test suites

STUDENT PROJECTS

Ascension

Developer, May 20125 - May 2016

- 3D 3rd-person exploration-focused narrative-driven puzzle adventure made with Unreal Engine 4
- Implemented a ledge grabbing system to enhance gameplay and feel of the game
- Integrated level streaming into our workflow to help the collaboration between the artists, designers and devs
- Helped in developing a perforce workflow easy for artists and designers to use
- Created various effects to improve visual feedback of the game

Colossal

Graphics Developer, June 2014 - April 2015

- 3D 1st-person shooter developed using a custom engine built in C++ and Lua
- Wrote shaders using GLSL to provide and enriched visual experience
- Designed a fully automated art pipeline to allow artists to easily test assets in engine for quick iteration
- Integrated ImGui into graphics system to support common editor needs

EDUCATION

DigiPen Institute of Technology

December 2016

B.S. in Computer Science in Real-Time Interactive Simulation